

# Strategies To Attract Students

- Survey students – What do they want?
- Mentors – previous participants/high school students
- “Incentives” school supplies
- Glo-Bucks/Dragon Bucks
- Homework pass
- Earned events/field trips
- Emphasize choices for enrichment/clubs
  - Recreation
  - Technology
  - STREAM
  - Cooking
  - Robotics
  - Arts/Drama
- Enrichment each day – 30 minutes after you provide tutorials
- Competition/at end of program
- Interactive Events for Families
- Education
- College Visits
- Opportunities for parent involvement
- Earned points – Bank (also lose points = accountability)
- Grades earn prizes from community (barbers/hairdressers)
- Recruit high school teachers to work with 8<sup>th</sup> graders
- Tie-Dye Experiment – T-shirts
- Survey to determine interest of enrichment activities.
- Incentives
  - Ticket system
  - Attendance
  - Completed homework
  - Behaviors
  - Afterschool stores
- After fun activities
  - Minecraft
  - Vendors
    - Lego
    - Bricks for Kids

- Lil Scholars
- Mad Science
- Service Projects
- Project Base Learning
  - Kid chase project (Shark Tank)
  - Made it (duck tape, card board)
  - Presented to panel
  - Panel chose 1<sup>st</sup>, 2<sup>nd</sup>, and 3<sup>rd</sup> Place
  - Competed with another school.
- Buddy System – College Mentoring System (UVA)
- Classroom Advertising
- Teachers' Influence
- Field Trips
- Entrepreneurial/Internships - Fundraiser Potential
  - Interview Small Business
- NFL Fathers' Initiative – Pro-Athletes as Mentors/Role Models
- Free Passes for school sporting events and school dances (non-21<sup>st</sup> CCLC funded) field trips – Ropes Course
- Educate students/parents on value of program.
- Build relationships
- Hire the right teachers
- Partner with Food Bank/Partners to get dinner!
- Educate Coaches – no competing for students
- “RISE” cards – raffle for movie tickets, laser tag, food coupons
- Free transportation
- Access to technology